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1. A method for identifying user interface (UI) objects in a markup-language stream, the method comprising the steps of:  
  
A) scanning any of (i) the markup-language stream and (ii) a corresponding document object model (DOM) to generate tokens,  
  
B) parsing the tokens based on a grammar to identify one or more UI objects.
2. The method of claim 1, wherein said markup-language stream drives a markup-language-based browser application, and wherein the scanning step includes scanning the DOM generated by a browser that displays that application.
3. The method of claim 1, wherein the scanning step includes identifying elements of the DOM by traversal thereof.
4. The method of claim 3, wherein the grammar is application-specific.
5. The method of claim 3, wherein the scanning step includes generating one or more tokens for each parsed DOM element.
6. The method of claim 3, wherein scanning step includes mapping DOM elements to tokens.
7. The method of claim 1, wherein the parsing step includes parsing the tokens according to the grammar to identify and distinguish among UI objects in the markup-language stream.
8. The method of claim 7, wherein said UI objects comprise user input fields, text fields, metatags, unprintable markup-language, and in-line images.



a scanner receiving markup-language DOM and generating one or more tokens for each DOM element, and

a parser coupled to the scanner receiving said tokens, and parsing said tokens based on a grammar, and generating a list of UI objects.

20. The system of claim 19, wherein the list of UI objects corresponds to elements displayed by the markup-language DOM.
21. The system of claim 20, wherein said UI objects comprise name, content, shape, location, and properties.
22. The system of claim 19, wherein the grammar is application-specific.
23. The system of claim 19, wherein said tokens are interpreted according to the grammar to identify and distinguish among UI objects of a markup-language application's display.
24. The system of claim 23, wherein the UI objects comprise user input fields, text fields, metatags, unprintable markup-language, and in-line images.
25. The system of any of claims 18 - 24, wherein the markup language is any of HTML, XHTML and XUL.